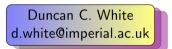
C Programming Tools: Part 1 Building and Using your own Toolkit



Dept of Computing, Imperial College London

23rd May 2019

The handout and tarballs are available on CATE and at:

http://www.doc.ic.ac.uk/~dcw/c-tools-2019/lecture1/(__>(@>(@>)

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 - Learn how to write portable code.

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23rd May 2019

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- Doing something boring and repetitive? especially for the second or third time?
- You are a programmer, so think to yourself: Can I save time by automating this?

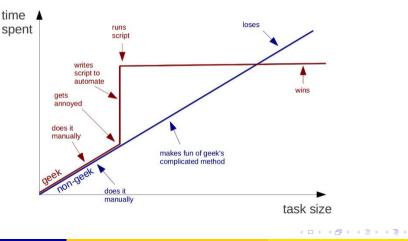
Or, to put that another way (as seen on the walkway a couple of years ago):

IF SOMETHING IS WORTH DOING ONCE **IT'S WORTH BUILDING A TOOL** TO DO IT ancient software engineering

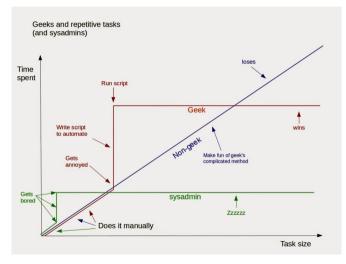
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Or, to put that another way (thanks due to SwissMiss):

Geeks and repetitive tasks



Or, adding SysAdmins into the mix:



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- Automating Compilation: Use make.
- Multi-Directory Programs and Libraries: How to lay out programs in multiple directories, a Makefile per directory.
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Notes:

• I strongly recommend The Pragmatic Programmer (PP) book, by Hunt & Thomas. The woodworking metaphor - and a series of excellent Programming Tips - comes from there.

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- There's a tarball of examples associated with each lecture, as a shorthand tarball 01.intlist refers to the directory called **01.intlist** inside the tarball. Each directory contains a README file.

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- Why? Because programmers are notoriously sectarian when it comes to..



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23rd May 2019 10 / 21

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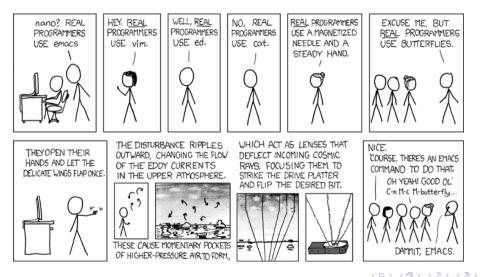


• IDEs such as Idea and CLion provide an editor, an automated compilation system and a debugging environment. If you're going to use an IDE, learn how to use it well, and how to extend and program it. • The leading Programmer's editors are (probably) vim and emacs:



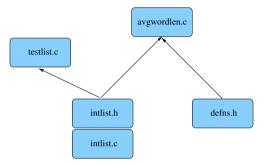
- IDEs such as Idea and CLion provide an editor, an automated compilation system and a debugging environment. If you're going to use an IDE, learn how to use it well, and how to extend and program it.
- Note that Hunt & Thomas aren't much in favour of IDEs. Neither am I:-)

Actually, it's well known that Real Programmers use Butterflies to edit source code:



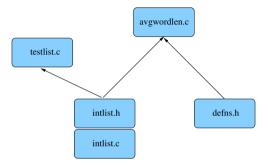
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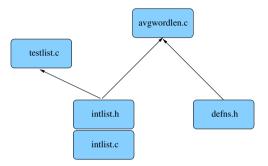
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- Module intlist comprising two files (interface intlist.h and implementation intlist.c) defining a list-of-integers type.
- Separate basic definitions header file defns.h.
- Test program testlist.c, and a main program avgwordlen.c, that use intlists.

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- Separate basic definitions header file defns.h.
- Test program testlist.c, and a main program avgwordlen.c, that use intlists.
- So, what should we compile? what should we link?

• What we shouldn't do: gcc -Wall *.c.

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- Dependencies between the files are vital, determined by the #include structure. See this via:

```
grep '#include' *.[ch] | grep '"'
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• Which gives:

intlist.c:#include "intlist.h"
avgwordlen.c:#include "intlist.h"
avgwordlen.c:#include "defns.h"
testlist.c:#include "intlist.h"

- intlist.c includes intlist.h (to check implementation vs interface).
- avgwordlen.c includes intlist.h (because it uses intlists) and defns.h, etc

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- Make uses such file dependencies, encoded in a Makefile, to automatically compile your programs.
- The Makefile contains dependency rules between target and source files with optional actions (commands) to generate each target from the corresponding sources.

CC = gcc CFLAGS = -Wall BUILD = testlist avgwordlen

23rd May 2019

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all: \$(BUILD)

clean:

/bin/rm -f \$(BUILD) *.o core

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CC	= gcc
CFLAGS	= -Wall
BUILD	= testlist avgwordlen
all:	\$(BUILD)
clean:	
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testlis	t: testlist.o intlist.o
avgword	len: avgwordlen.o intlist.o
avgword	len.o: intlist.h defns.h
testlis	t.o: intlist.h
intlist	.o: intlist.h

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avgword]	en:	avg	gwordlen.o in	tlist.o
avgword]	len.o:	int	list.h defns	s.h
testlist	5.0:	int	list.h	
intlist.	o:	int	list.h	

• Makefiles also contain macros, eg \$(CC) which C compiler to use, \$(CFLAGS) what C compiler flags etc. Environment variables become macros too, eg \$(HOME).

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testlist	t.o: intlist.h
intlist	.o: intlist.h

- Makefiles also contain macros, eg \$(CC) which C compiler to use, \$(CFLAGS) what C compiler flags etc. Environment variables become macros too, eg \$(HOME).
- Note that Make needs very few explicit dependencies and even fewer explicit actions, because it already knows that intlist.o depends on intlist.c, and how to compile .c files.

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intlist.o: intlist.c intlist.h
 \$(CC) \$(CFLAGS) -c intlist.c

• This rule declares that intlist.o is up to date only if it is newer than intlist.c and intlist.h. If it doesn't exist or is older than either file, then the action is triggered - compiling intlist.c.

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- make takes optional target names on the command line (defaulting to the first target), then performs the minimum number of actions needed to bring the desired targets up to date, based on the timestamps of the target and source files.
- For example, if intlist.h is altered, you run make, that builds the target all, which recursively applies all the rules checking timestamps and concludes that...
- ...intlist.c, testlist.c and avgwordlen.c need recompiling, and then the new testlist.o and avgwordlen.o need relinking against the new intlist.o, giving the 2 executables testlist and avgwordlen.

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- It's easy to auto-generate Makefiles for single directory C projects containing a single main program and any number of modules - see tarball 02.c-mfbuild and 03.perl-mfbuild for two attempts.
- Summary: Always use make, or some similar tool. Keep your Makefile dependencies up to date, optionally auto-generating your Makefiles.
- Google make tutorial for more info.

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17 / 21

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- Core concept: each sub-directory contains:
 - One or more modules (each a paired .c and .h file as usual).
 - Ideally these modules should only depend on each other, and the C standard library.
 - Along with any associated test programs.
 - Plus a Makefile that compiles all the .c files, builds all the test programs, and builds a library containing the .o files belonging to those modules.

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- Let's split our existing intlist and avgwordlen directory up.
- What to split? The intlist module is:
 - Logically separate.
 - Reusable whenever we want a list of integers.
 - Depends on only the standard library.
- That is, it's highly cohesive.
- So: it's perfect for splitting out into a library sub-directory.
- In tarball directory 04.intlist-with-lib, you'll see what we have done to achieve this.

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- There's a separate lib sub-directory, let's explore it first:
- lib contains intlist.c, intlist.h, testlist.c and it's own Makefile, lib/Makefile, which builds two core targets:
 - The executable testlist.
 - The library libintlist.a containing intlist.o.

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- To do this, lib/Makefile has the following new parts:

LIB	=	libintlist.a
LIBOBJS	=	intlist.o
BUILD	=	testlist \$(LIB)
\$(LIB):		\$(LIBOBJS)
	ar rc \$	(LIB) \$(LIBOBJS)
	ranlib	\$(LIB)

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• The new rule says that \$(LIB) depends on \$(LIBOBJS), i.e. libintlist.a depends on intlist.o, and that the action invokes ar and ranlib - tools that build library files.

- The top-level directory contains avgwordlen.c and defns.h, and a Makefile, containing the following new parts:
 - CFLAGS = -Wall -Ilib
 - LDLIBS = -Llib -lintlist
 - BUILD = libs avgwordlen

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CFLAGS	=	-Wall -Ilib
LDLIBS	=	-Llib -lintlist
BUILD	=	libs avgwordlen

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• This new always run rule tricks Make, with it's single directory view of the world, into first building in the lib sub-directory, before building in the current directory.

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- In tarball 05.libintlist and 06.avgwordlen-only, you'll see how to split the intlist module out completely from the avgwordlen application that uses intlists.
- In brief: 05.libintlist contains only the files from the lib directory.

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- After running make install in 05.libintlist, your ~/c-tools library permanently contains the intlist ADT, for you to reuse whenever you like as shown in 06.avgwordlen-only.

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- Left for you to work through!

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- Go through that, and you'll get a taste of how CMake lists files are constructed. But CMake is over complex for my tastes. Also, any tool that needs to be run in it's own build subdirectory in order to leave the source code directory uncluttered is too messy for me!

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